

This section contains a summary of changes to SAMRAI. More detailed descriptions of items in the following list are provided below.

(1) The hypre library has changed slightly, affecting SAMRAI's cell-centered Poisson solver codes. Our solvers require hypre-1.9.0b or later.

- (2) The "femutils" directory was moved from the solvers package to the algorithms package. Any instances of patch boundary sum objects must be declared in the algs namespace.
- (3) Support for time interpolation in communication schedules that treat locally-active patch data has been added. As a result the interfaces and usage of the locally-active patch data communication algorithms and schedules is essentially the same as in the standard case, where patch data lives on all patches in an AMR patch hierarchy.

Summary of what's new	

This section contains a summary of additions to SAMRAI. More detailed descriptions of items in the following list are provided below.

- (1) New classes added to the multiblock package
- (2) Added support for embedded and immersed boundary applications.
- (3) Added option to set summary filename in VisItDataWriter.
- (4) restart-redistribute tool added to allow for restart on arbitrary numbers of processors.

Details about what's c	hanged	

- (1) Older versions of hypre required that we specify periodic boundary conditions using boolean flags. This interface has been changed, now requiring the periodic shifts instead. The cell-centered Poisson solver in SAMRAI has been changed to conform to this new interface. Unfortunately, it makes our solver incompatible with older versions of hypre. We have tested with hypre-1.9.0b and we recommend that you upgrade to this version if you wish to use hypre.
- (2) The "femutils" directory was moved from the solvers package to the algorithms package. Any instances of patch boundary sum objects must be declared in the algs namespace. For example, the reference for PatchBoundaryNodeSum is now in the "algs" rather than "solv" namespace:

OLD: solv::PatchBoundaryNodeSum<NDIM> NEW: algs::PatchBoundaryNodeSum<NDIM>

Details about what's new

- (1) Some new classes were added to the multiblock package, including MultiblockRefinePatchStrategy and MultiblockCoarsenPatchStrategy. A number of other design changes were also made to more easily support multiblock applications.
- (2) Support for embedded and immersed boundary applications was added to the apputils package, in the directory apputils/embedded_boundary. The class EmbeddedBoundaryGeometry manages construction and data manipulation of embedded boundaries on a Cartesian mesh. See header comments for details of the ways in which these classes may be used. We also added links to outside packages Cart3D and Eleven/Overture for complex geometry grid generation. These classes are currently empty due to licensing issues, but feel free to send a message to samrai@llnl.gov if you are interested in using them and we may be able to work around the license restrictions.
- (3) By default the summary file written by the VisItDataWriter was hardwired to be called "summary.samrai". Some users expressed the desire to change its name so we added a new method VisItDataWriter::setSummaryFilename() that allows the user to change the name of the file. To identify the samrai file to VisIt, the filename must still end in ".samrai" (so the actual filename will be <filename>.samrai, where <filename> is what you supply).
- (4) The restart-redistribute tool has been created to allow for restarted runs on an arbitrary number of processors. Ordinarily, SAMRAI's restart files require all restarted runs use the same number of processors as the run that created the restart dump. This tool processes a restart directory and creates a new set of restart files for use on a different number of processors. See the README in the tools/restart directory for instructions on the building and usage of this tool.

Major	Bug Fixes
` '	h communication of "edge" patch data on a periodic domain In particular, this fixes a problem with the patch boundary s.
Known	Problems

(1)	
	====